

C L A I M A M E N D M E N T S
C L E A N F O R M

and
B1
C1

Amend claim 1 to read as follows:

- B1*
C1
1. (Amended) A method for directing a computing device to conduct a game of chance, the method comprising the steps of:
generating a subject game element having a first class;
displaying the subject game element, thereby displaying an indicia of the first class;
in response to expiration of a period of time, assigning a second class to the subject game element; and
displaying the subject game element, thereby displaying an indicia of the second class.

sub
C2

Add new claims 36-40 as follows:

- B2*
36. (New) The method of claim 1, further comprising:
assigning the first class to a second subject game element; and
displaying the indicia of the first class simultaneously with the indicia of the second class.
37. (New) The method of claim 1, further comprising erasing the indicia of the first class.
38. (New) A method for directing a computing device to conduct a game of chance, the method comprising the steps of:
generating a subject game element having a first class;
displaying the subject game element, thereby displaying an indicia of the first class; and
displaying an indicia representing forthcoming expiration of the first class corresponding to the subject game element.
39. (New) The method of claim 38, wherein the step of displaying an indicia representing forthcoming expiration of the first class includes displaying a countdown display.
40. (New) A method for directing a computing device to conduct a game of chance, the method comprising the steps of:
generating a subject game element having a first class;
displaying the subject game element, thereby displaying an indicia of the first class; and
actuating a lock button to prevent the subject game element from expiring.